

Property Reference

This section provides a reference for all properties used by the Ice run time and its services.

Unless stated otherwise in the description of an individual property, its default value is the empty string. If a property takes a numeric value, the empty string is interpreted as zero.

Note that Ice reads properties that control the run time and its services only once on start-up, when you create a communicator. This means that you must set Ice-related properties to their correct values before you create a communicator. If you change the value of an Ice-related property after that point, it is likely that the new setting will simply be ignored.

Topics

- [Object Adapter Properties](#)
- [Proxy Properties](#)
- [Miscellaneous Ice.* Properties](#)
- [Glacier2.*](#)
- [Ice.ACM.*](#)
- [Ice.Admin.*](#)
- [Ice.Config](#)
- [Ice.Default.*](#)
- [Ice.IPv6](#)
- [Ice.Override.*](#)
- [Ice.Plugin.*](#)
- [Ice.PluginLoadOrder](#)
- [Ice.TCP.*](#)
- [Ice.ThreadPool.*](#)
- [Ice.ThreadPriority](#)
- [Ice.Trace.*](#)
- [Ice.UDP.*](#)
- [Ice.Warn.*](#)
- [IceBox.*](#)
- [IceBoxAdmin](#)
- [IceBridge.*](#)
- [IceBT.*](#)
- [IceDiscovery.*](#)
- [IceGrid.*](#)
- [IceGridAdmin.*](#)
- [IceLocatorDiscovery.*](#)
- [IceMX.Metrics.*](#)
- [IcePatch2.*](#)
- [IcePatch2Client.*](#)
- [IceSSL.*](#)
- [IceStorm Properties](#)
- [IceStormAdmin.*](#)

[Back to Top ^](#)